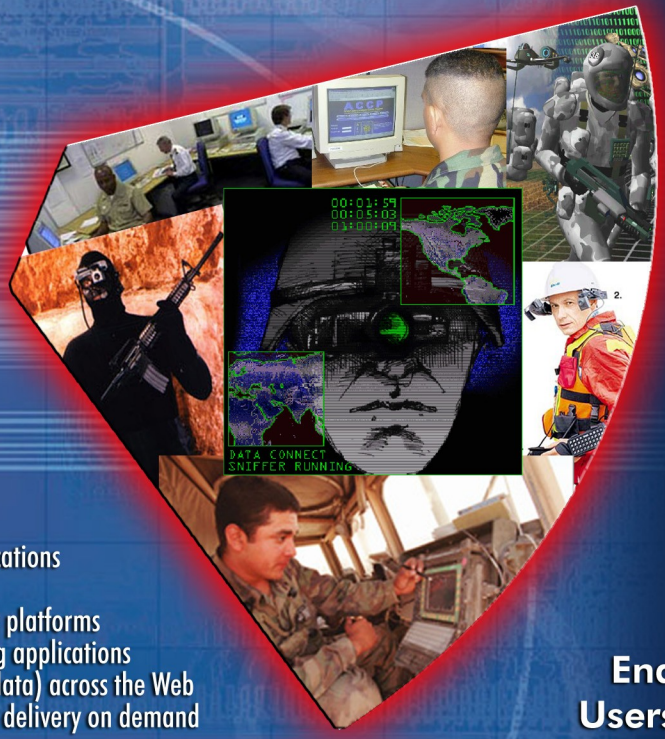
Development of Sharable Courseware Objects

Human Performance and Resources (HUM) Group/ Training Technology Technical Panel HUM-2

Server

Sharable Objects



End Users

Objective:

* Unified education, training, and performance aiding
* Available anytime, anywhere
* Tailored to each user's needs

Approach:

* Interface and best practice specifications for instructional objects that are:
  - portable across delivery platforms
  - reusable across learning applications
  - discoverable (via metadata) across the Web
  - ready for assembly and delivery on demand

Payoff:

* 30% reductions in development and delivery costs
* 30% reductions in time to learn
* Substantially increased personnel readiness and effectiveness

www.dtic.mil/ttcp

DRET

USD (P&R)